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September 2001 **Journal on Educational Resources in Computing (JERIC)**

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2 WorldBeat: designing a baton-based interface for an interactive music exhibit   ▦
Jan O. Borchers
March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems**

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Keywords: baton, education, interactive exhibit, interface design, music

3 Data mountain: using spatial memory for document management   ▦
George Robertson, Mary Czerwinski, Kevin Larson, Daniel C. Robbins, David Thiel, Maarten van Dantzich
November 1998 **Proceedings of the 11th annual ACM symposium on User interface software and technology**

Full text available: 🗎 pdf(1.78 MB)   Additional Information: full citation, references, citings, index terms

Keywords: 3D user interfaces, desktop VR, document mangement, information visualization, spatial cognition, spatial memory

4 A multimodal framework for music inputs (poster session)   ▦
Goffredo Haus, Emanuele Pollastri
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Full text available: 🗎 pdf(301.66 KB)   Additional Information: full citation, abstract, references, index terms

The growth of digital music databases imposes new content-based methods of interfacing with stored data; although indexing and retrieval techniques are deeply investigated, an

integrated view of querying mechanism has never been established before. Moreover, the multimodal nature of music should be exploited to match the users' expectations as well as their skills. In this paper, we propose a hierarchy of music-interfaces that is suitable for existent prototypes of music information retrieval ...

Keywords: multimodality, music information retrieval, music interfaces, pitch-tracking, singing voice analysis

5 Applications: Spatialized audio rendering for immersive virtual environments
Martin Naef, Oliver Staadt, Markus Gross
November 2002 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(917.70 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present a spatialized audio rendering system for the use in immersive virtual environments. The system is optimized for rendering a sufficient number of dynamically moving sound sources in multi-speaker environments using off-the-shelf audio hardware. Based on simplified physics-based models, we achieve a good trade-off between audio quality, spatial precision, and performance. Convincing acoustic room simulation is accomplished by integrating standard hardware reverberation devices as used i ...

Keywords: 3D audio, spatially immersive display, virtual reality

6 Historical perspectives on the computing curriculum (report of the ITiCSE '97 working group on historical perspectives in computing education)
Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordon Davies, Hans Flack, J. Paul Myers, Richard Rasala
June 1997 **The supplemental proceedings of the conference on Integrating technology into computer science education: working group reports and supplemental proceedings**

Full text available: pdf(110.51 KB)   Additional Information: full citation, references, index terms

7 Session 12: interfacing stored media II: Content-based organization and visualization of music archives
Elias Pampalk, Andreas Rauber, Dieter Merkl
December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available: pdf(494.20 KB)   Additional Information: full citation, abstract, references

With *Islands of Music* we present a system which facilitates exploration of music libraries without requiring manual genre classification. Given pieces of music in raw audio format we estimate their perceived sound similarities based on psychoacoustic models. Subsequently, the pieces are organized on a 2-dimensional map so that similar pieces are located close to each other. A visualization using a metaphor of geographic maps provides an intuitive interface where islands resemble genres or ...

Keywords: clustering, content-based music retrieval, feature extraction, genre, rhythm, self-organizing map, user interface

8 Historical perspectives on the computing curriculum
Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordon Davies, Hans

Flack, J. Paul Myers, Richard Rasala
October 1997 **ACM SIGCUE Outlook**, Volume 25 Issue 4
Full text available: 🗎 pdf(110.51 KB)   Additional Information: full citation, references, citings, index terms

9 Communicating graphical information to blind users using music: the role of context
James L. Alty, Dimitrios I. Rigas
January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: 🗎 pdf(933.12 KB)   Additional Information: full citation, references, citings, index terms

   Keywords: blind users, empirical, graphics, interface design, music

10 Manipulation of music for melody matching
Alexandra L. Uitdenbogerd, Justin Zobel
September 1998 **Proceedings of the sixth ACM international conference on Multimedia**
Full text available: 🗎 pdf(798.80 KB)   Additional Information: full citation, references, citings, index terms

11 Group communication specifications: a comprehensive study
December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4
Full text available: 🗎 pdf(499.61 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

View-oriented group communication is an important and widely used building block for many distributed applications. Much current research has been dedicated to specifying the semantics and services of view-oriented group communication systems (GCSs). However, the guarantees of different GCSs are formulated using varying terminologies and modeling techniques, and the specifications vary in their rigor. This makes it difficult to analyze and compare the different systems. This survey provi ...

Keywords: Group communication systems, partitionable group membership, process group membership, specifications of group communication systems, view synchrony, virtual synchrony

12 Investigating link service infrastructures
David C. De Roure, Nigel G. Walker, Leslie A. Carr
May 2000 **Proceedings of the eleventh ACM on Hypertext and hypermedia**
Full text available: 🗎 pdf(133.87 KB)   Additional Information: full citation, references, citings, index terms

   Keywords: LDAP, Whois++, directory services, distributed link service, link service, open hypermedia, query routing

13 Interaction and modeling techniques for desktop two-handed input
Ken Hinckley, Mary Czerwinski, Mike Sinclair
November 1998 **Proceedings of the 11th annual ACM symposium on User interface software and technology**

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